

FIG. 1

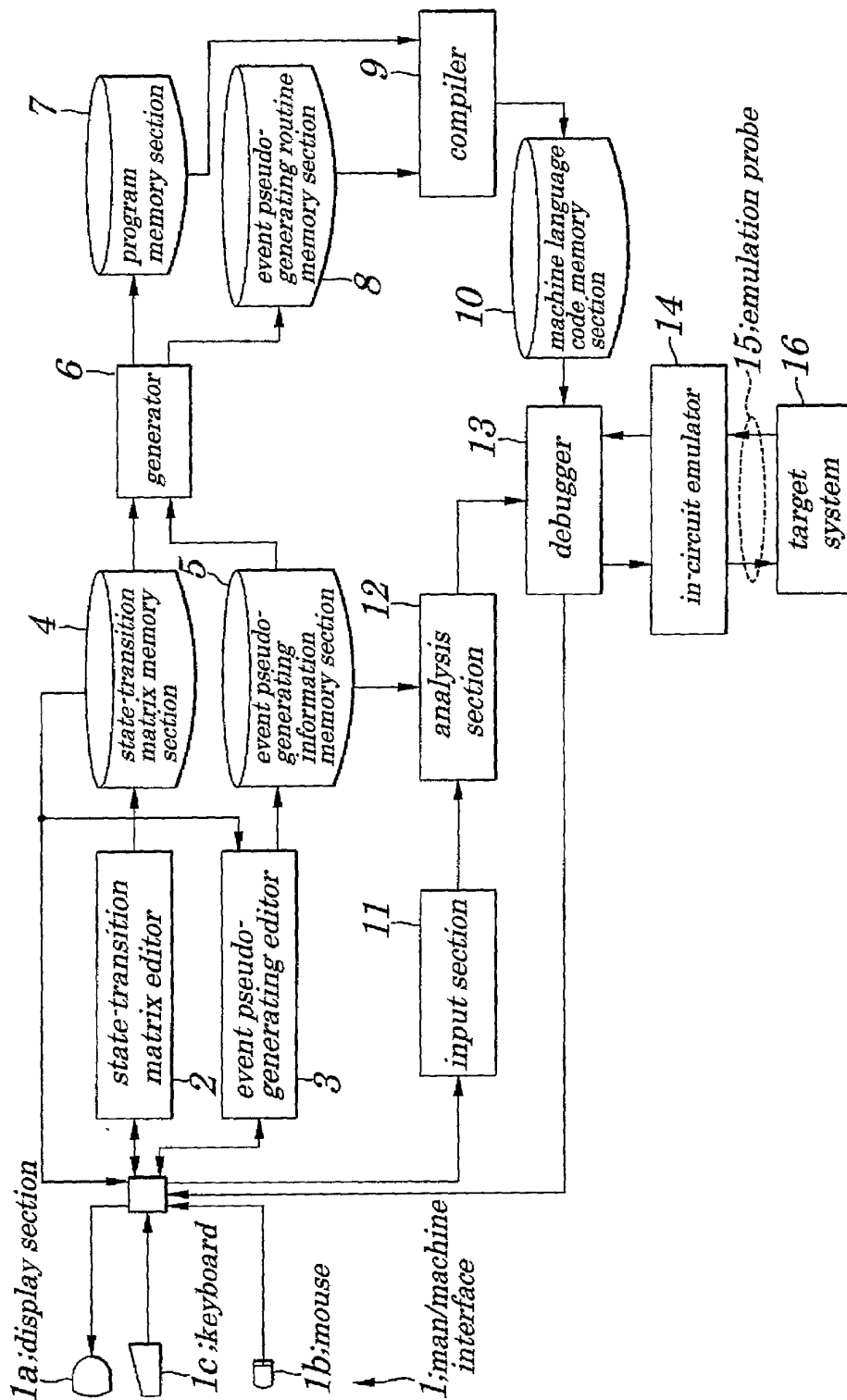


FIG.2

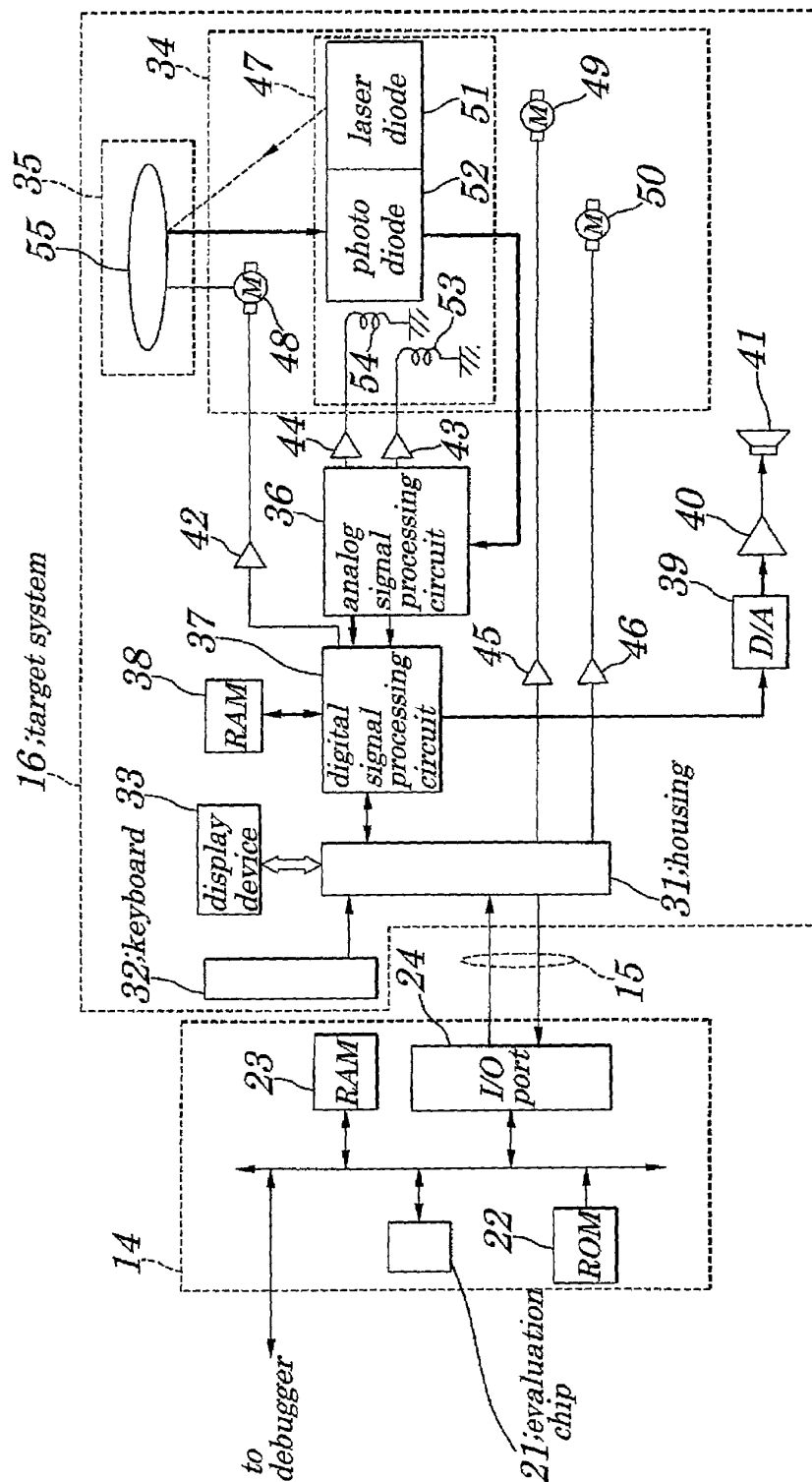


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FIG. 3

	stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
	1	2	3	4	5	6	7
tray key input	T motor: clockwise ON ON	T motor: counterclockwise ON ⇒	×	×	×	×	×
S1:OFF→ON	T motor: OFF ⇒ tray opening	/	×	×	×	×	×
S1:OFF→ON	/	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	/	/	/	/
TOC input	OK	/	F motor:OFF time code display ⇒ time code displaying	/	/	/	/
	NG	/	F motor:OFF ⇒ stopping	/	/	/	/
search key input	/	/	/	F motor:ON search process to first music ⇒ moving to first music	search process to second music ⇒ moving to second music	×	×
play key input	/	×	×	×	×	reproducing process ⇒ reproducing	/
stop key input	/	/	/	×	×	×	F motor:OFF stopping process ⇒ stopping

FIG.4

```
rcv_msg(ReceiveEvent, KEY_MSG);  
if(ReceiveEvent == PLAY_KEY)  
{  
    reproducing process  
}  
else if(ReceiveEvent == STOP_KEY)  
{  
    stopping process  
}
```

FIG.5

```
if(FakeEvent == EVENT_KEY_PLAY)  
{  
    SendEvent = PLAY_KEY;  
    snd_msg(KEY_MSG, SendEvent);  
}  
else if(FakeEvent == EVENT_KEY_STOP)  
{  
    SendEvent = STOP_KEY;  
    snd_msg(KEY_MSG, SendEvent);  
}
```

FIG. 6

		stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing	emulation start finish
		1	2	3	4	5	6	7	
tray key input	1	T motor: clockwise ON	T motor: counterclockwise ON	×	×	×	×	×	current state moving to second music
	2	T motor: OFF → tray opening	/	×	×	×	×	×	
SI:OFF → ON	3	/	T motor: OFF F motor: ON TOC reading → TOC reading	/	/	/	/	/	
	4	/	/	F motor: OFF time code display → time code displaying	/	/	/	/	
TOC input	5	/	/	F motor: OFF → stopping	/	/	/	/	
	6	/	/	/	F motor: ON search process to first music → moving to first music	search process to second music → moving to second music	reproducing process → reproducing	×	
search key input	7	/	×	×	×	×	×	×	
play key input	8	/	/	/	×	×	×	×	
stop key input		/	/	/	×	×	×	×	

FIG. 7

